You started with d4 monkeys and don't know what to do with them. Here you go:

DAMN THESE MONKEYS

ONE DAY THE MONKEYS STARTED FOLLOWING YOU. They're not your pets or your companions—they're wild animals that decided to tag along, hoping to steal a bite or a trinket. For reasons unknown they've found a strange liking to you, *almost* to the point of affection. They do care for you, but won't ever protect you. In other words: the monkeys won't fight for you, but they will mourn you. No matter what you do to try to scare or lure them away, they always return. They don't listen to commands, nor do as you say. They are an absolute nuisance, especially in crowded settlements and situations befitting of tact and grace.

Monkey appearence (d1)

1 Filthy, scruffy and sharp-toothed.

You camp. During the night, (d4)

1 **they steal a random item from a PC.** (d4)
   1 They play with and won't return it.
   2 They begrudgingly give it back.
   3 It's broken (but can be repaired).
   4 It's utterly, almost magically, gone. Even they don't know where it went.

2 **the monkeys hunted for food.** (d4)
   1 Blood and bones litter the camp.
   2 A half-eaten critter is discarded on a random PC's gear (a ration's worth)
   3 Eggshells aplenty. A monstrous bird seeking parental revenge soon appears.
   4 The monkeys must've dragged an entire anthill here. There are ants everywhere. Literally *everywhere*.

3 **the monkeys played, fought and screamed.** Every resting PC rolls d6. On 1–2, they gain no benefit at all from resting.

4 **the monkeys actually slept,** nice and quietly. Sometimes miracles do happen.

Monkey demeanor (2d6)

Roll daily		7	Lazy
2	Aggressive	8	Sick
3	Annoyed	9	Playful
4	Teasing	10	Clingy
5	LOUD AS FUCK	11	Thieving
6	Curious	12	Gone

In a fight, they are (d8)

Roll at the start of combat

1 **nowhere to be found.** Might return. Roll again in d8 rounds.
2 **present but distracted.** The monkeys ignore whatever the PCs are up to.
3 **clingy.** Won't let go of the PC.
4 **aggressive.** Destroying everything and everyone with murderous glee.
5 **curious.** Pokes and prods. Grabs and runs off with random stuff.
6 **playful.** Throws things, runs around shrieking, might attack at random.
7 **tired.** Snoring in a corner, picking lice and making chill monkey sounds.
8 **attentive** and willing to fully obey a single command (from literally anyone or anything that speaks).